

WHAT IS CLAIMED IS:

1. A method for previewing the result of a function's application to an object using a processing system comprising a pointing device and a display displaying a movable pointer controlled by the pointing device, the method comprising the steps of:

storing the object and function in the system;

displaying an icon representing the function on the display;

outputting a preview generated by applying the function to the object when the pointer is moved onto the icon; and

replacing the object with the result of the function's application to the object.

2. The method as claimed in claim 1 wherein the object is a multimedia object.

3. The method as claimed in claim 2 wherein the object is an image or a layer.

4. The method as claimed in claim 2 wherein the object is a video.

5. The method as claimed in claim 2 wherein the object is a sound.

6. The method as claimed in claim 1 wherein the function applies an effect to the object.

1 7. The method as claimed in claim 6 wherein the
2 function applies an image effect to the object.

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2 8. The method as claimed in claim 6 wherein the
3 function applies a video effect to the object.

1 9. The method as claimed in claim 6 wherein the
2 function applies a sound effect to the object.

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2 10. The method as claimed in claim 1 wherein the
3 preview is output when the pointer is moved onto the icon
4 for a period of time.

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2 11. The method as claimed in claim 1 wherein the
3 object is replaced with the application result of the
4 function to the object when an event is triggered.

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2 12. The method as claimed in claim 11 wherein the
3 pointing device is a mouse.

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2 13. The method as claimed in claim 12 wherein the
3 event is clicking the icon.

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2 14. The method as claimed in claim 1 wherein the
3 preview is output by the display.

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2 15. The method as claimed in claim 1 wherein the
3 processing system further comprises a speaker by which the
4 preview is output.

A diagram of a trefoil knot, which is a single continuous loop with three crossings. The crossings are labeled with numbers 1, 2, and 3. Crossing 1 is at the top, crossing 2 is at the bottom right, and crossing 3 is at the bottom left.

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2[illegible]